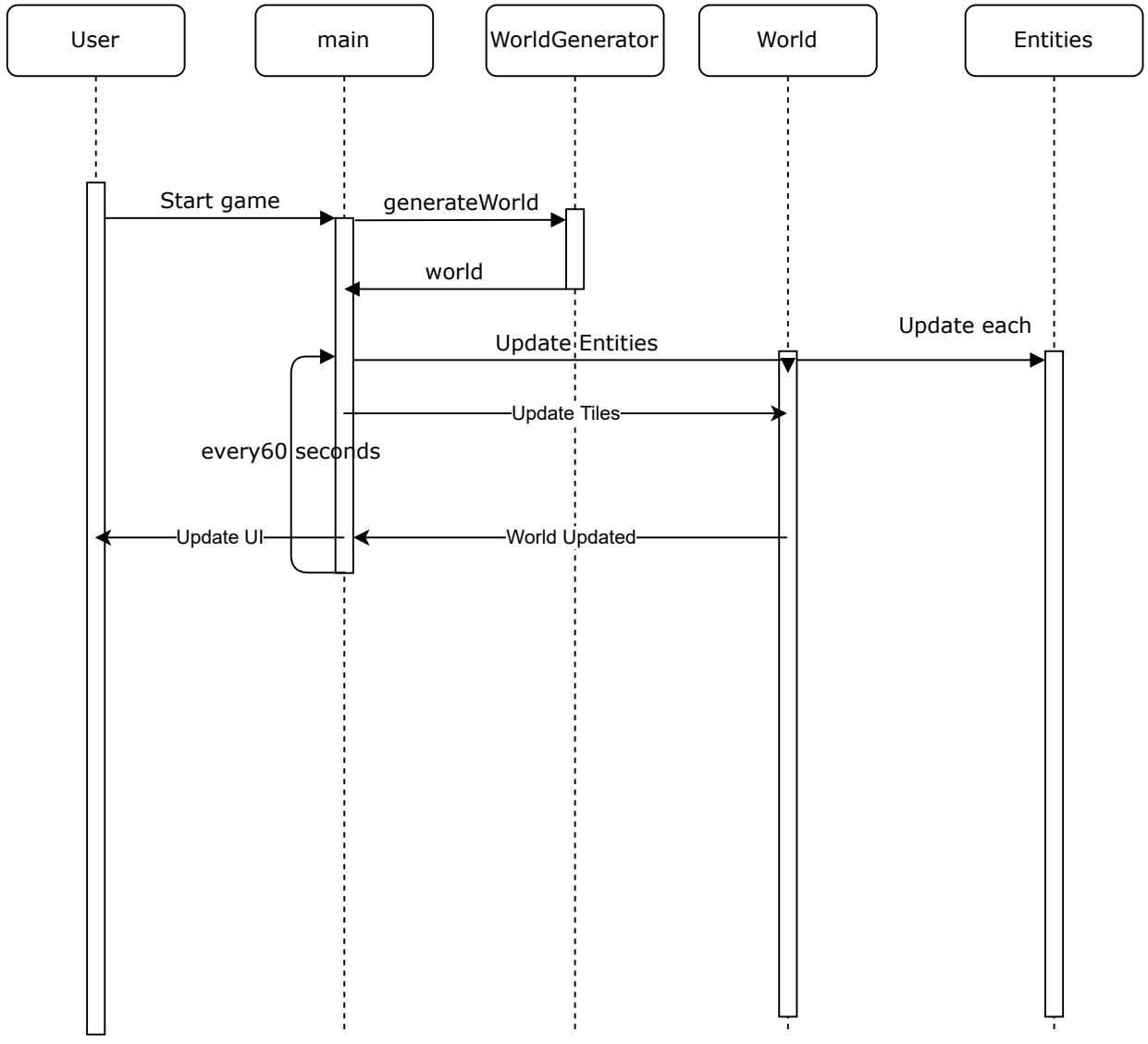
User
main
WorldGenerator
World
Entities
Start game
generateWorld
world
Update Entities
Update each
Update Tiles
every60 seconds
Update UI
World Updated